

## CLAIMS

*What is claimed is:*

- 5     1.     A gaming machine comprising:
  - (a) a cocktail table chassis;
  - (b) two or more display screens mounted in the cocktail table chassis and facing generally upward for viewing by two or more players seated proximate the cocktail table chassis; and
  - 10         (c) a master gaming controller connected to each of the two or more display screens in a manner allowing the master gaming controller to control games presented on each of the two or more display screens.
- 15     2.     The gaming machine of claim 1, comprising exactly two of the display screens.
3.     The gaming machine of claim 1, further comprising two or more touch pads or touch screens, overlaid on the two or more display screens, for receiving player selections associated with game play on the gaming machine.
- 20     4.     The gaming machine of claim 1, further comprising an image redirect sheet disposed on at least one of the display screens for redirecting light emitted from the at least one display screen in a direction generally toward where a player is expected to be seated.
- 25     5.     The gaming machine of claim 1, further comprising a credit device mounted in the cocktail table chassis for receiving credit for game play.
6.     The gaming machine of claim 1, further comprising a biometric identification device mounted in the cocktail table chassis.
- 30     7.     The gaming machine of claim 1, further comprising a monolithic tabletop provided on the cocktail table chassis, whereby all player interface with the gaming machine is through the monolithic tabletop.

8. A gaming machine cocktail table comprising:
- (a) a cocktail table chassis;
  - (b) a display screen mounted in the cocktail table chassis and facing generally  
5 upward for viewing by a player seated proximate the cocktail table chassis;
  - (c) a wireless credit device for receiving credit for game play;
  - (d) a touch pad or touch screen for receiving player selections associated with  
the game play; and
  - (e) a monolithic tabletop provided on the cocktail table chassis in a manner  
10 covering (b) through (d), whereby player interaction with any of (b) through (d) is via  
the monolithic tabletop, thereby isolating (b) through (d) from environmental  
contamination.
9. The gaming machine of claim 8, further comprising a master gaming controller  
15 located within cocktail table chassis and thereby protected from the environmental  
contamination by the monolithic tabletop.
10. The gaming machine of claim 8, wherein the monolithic tabletop is transparent  
or semitransparent.  
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11. The gaming machine of claim 8, wherein the monolithic tabletop comprises a  
monolithic glass sheet.
12. The gaming machine of claim 11, wherein the glass sheet is at least about one-  
25 half inch thick.
13. The gaming machine of claim 8, further comprising a non-contact biometric  
identification device covered by the monolithic tabletop, wherein the non-contact  
biometric identification device is configured to obtain biometric identification  
30 information from a player.

14. The gaming machine of claim 8, further comprising a second display screen mounted in the cocktail table chassis and facing generally upward for viewing by a second player seated proximate the cocktail table chassis.
- 5 15. The gaming machine of claim 8, wherein the wireless credit device is a smart card reader that can transmit and receive credit information.
16. A gaming machine comprising:
- (a) a cocktail table chassis;
- 10 (b) a display screen mounted in the cocktail table chassis and facing generally upward for viewing by a player seated proximate the cocktail table chassis; and
- (c) an image redirect sheet, disposed on the display screen, for redirecting light emitted from the display screen in a direction generally toward where the player is expected to be seated.
- 15 17. The gaming machine of claim 16, wherein the display screen is an LCD screen.
18. The gaming machine of claim 16, further comprising a touch pad or touch screen, disposed on the image redirect sheet on a side opposite the display screen, for
- 20 receiving player selections associated with game play on the gaming machine.
19. The gaming machine of claim 18, further comprising a transparent or semitransparent tabletop disposed above the touch pad or touch screen on a side opposite the image redirect sheet.
- 25 20. The gaming machine of claim 19, wherein the tabletop is a monolithic sheet isolating the display screen from environmental contamination.
21. The gaming machine of claim 16, further comprising a credit device mounted in
- 30 the cocktail table chassis for receiving credit for game play.

22. The gaming machine of claim 16, further comprising a biometric identification device mounted in the cocktail table chassis.
23. A gaming machine cocktail table, comprising:
- 5 a first display screen configured to display gaming information to a first player;  
a second display screen configured to display gaming information to a second player; and  
a master gaming controller coupled to the first display screen and the second display screen, wherein the master gaming controller is configured to control both the  
10 first display screen and the second display screen, and wherein the master gaming controller is configured to present a game of chance to each of the first display screen and the second display screen.
24. The gaming machine cocktail table of claim 23, further comprising a monolithic  
15 tabletop configured to form an interface between the first player and the first display screen and between the second player and the second display screen.
25. The gaming machine cocktail table of claim 24, wherein the tabletop is configured to isolate the display screens from environmental contamination.
- 20 26. The gaming machine cocktail table of claim 24, wherein the tabletop is transparent.
27. The gaming machine cocktail table of claim 24, further comprising an image  
25 redirect sheet associated with the monolithic tabletop, wherein the image redirect sheet is configured to allow the first player to view information displayed on the first interactive display screen without inclining the first interactive display screen.
28. The gaming machine cocktail table of claim 23, further comprising a touch pad  
30 or touch screen situated between the first player and the first display screen, wherein the touch pad or touch screen is configured to receive input from the first player to facilitate interactive play between the first player and the game of chance.

29. The gaming machine cocktail table of claim 28, wherein the touch pad includes predetermined regions configured to receive input from the first player, wherein the predetermined regions can be activated in any combination at various times by the master gaming controller, and wherein an activated region can receive input from the first player when the first player interrupts an electromagnetic field around the activated region.

30. The gaming machine cocktail table of claim 23, further comprising a credit device.

31. The gaming machine cocktail table of claim 30, wherein the credit device is configured to read information from a smart card when the smart card is placed in proximity to the credit device.

32. The gaming machine cocktail table of claim 30, wherein the credit device is a smart card reader used to facilitate a cashless transaction between the first player and the gaming machine cocktail table, and wherein information can be transferred between a smart card and the smart card reader.

33. The gaming machine cocktail table of claim 23, further comprising a biometric identification device coupled to the master gaming controller, wherein the biometric identification device is configured to acquire biometric information from the first player.

34. The gaming machine cocktail table of claim 33, wherein the biometric information is used to identify the first player.

35. The gaming machine cocktail table of claim 33, wherein the biometric identification device is chosen from the group consisting of a retina scanner, an iris scanner, a facial recognition device, a fingerprint device, and any combination thereof.

36. The gaming machine cocktail table of claim 23, further comprising lights configured to operate in synchronization with a game of chance presented on the display screens.

5 37. The gaming machine cocktail table of claim 23, further comprising speakers configured to operate in synchronization with a game of chance presented on the display screens.

38. The gaming machine cocktail table of claim 23, further comprising a  
10 combination of lights and speakers configured to operate in synchronization.

39. The gaming machine cocktail table of claim 38, wherein the lights and speakers are configured to provide feedback to the first player as the first player interacts with the cocktail table.

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40. The gaming machine cocktail table of claim 23, wherein the first display screen and the second display screen present separate games of chance to the first player and the second player.

20 41. The gaming machine cocktail table of claim 23, wherein the first interactive display screen and the second interactive display screen present an interactive game of chance to the first player and the second player, wherein the first player and second player interact with each other and the cocktail table.

25 42. A method of implementing a cashless transaction using a gaming machine cocktail table, the method comprising:

receiving player account information from a smart card device;

presenting a game of chance on a first display screen of the gaming machine cocktail table during a gaming session, wherein the cocktail table includes:

30 the first display screen configured to present a game of chance to a first player;

a second display screen configured to present a game of chance to a second player; and

a master gaming controller coupled to the first display screen and the second display screen, wherein the master gaming controller is configured to control  
5 both the first display screen and the second display screen, and wherein the master gaming controller is configured to present a game of chance to each of the first display screen and the second display screen; and

communicating updated player account information on the smart card device upon termination of the gaming session.

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43. The method of claim 42, further comprising:

comparing the player account information to authentication criteria to determine if further authentication of player identity is appropriate,

wherein the player account information includes an amount of available  
15 credits and stored biometric information for the valid smart card holder, and

wherein the authentication criteria includes criteria for requiring further authentication of player identity;

providing a biometric prompt if the comparison indicates that further authentication is appropriate;

20 biometrically scanning a player associated with the smart card device to obtain biometric identification information for the player in response to the biometric prompt; and

determining if the biometric identification information matches the stored biometric information before presenting a game of chance.

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44. The method of claim 43, wherein the authentication criteria includes a list of player identification numbers for which further authentication is appropriate.

45. The method of claim 43, wherein the authentication criteria includes a threshold  
30 number of credits at or above which further authentication is appropriate.

46. The method of claim 42, further comprising:

retrieving a record corresponding to the player account information received, wherein the retrieved record includes an amount of available credits and stored biometric information for the valid smart card holder;

5 comparing the retrieved record to authentication criteria, wherein the authentication criteria includes criteria for requiring further authentication of player identity;

providing a biometric prompt if the comparison indicates that further authentication is appropriate;

10 biometrically scanning a player associated with the smart card device to obtain biometric identification information for the player in response to the biometric prompt; and

determining if the biometric identification information matches the stored biometric information before presenting a game of chance.

15 47. The method of claim 46, wherein the authentication criteria includes a list of player identification numbers for which further authentication is appropriate.

48. The method of claim 46, wherein the authentication criteria includes a threshold number of credits at or above which further authentication is appropriate.

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49. A method of providing a game of chance on a gaming machine, the method comprising:

25 at a credit input device, receiving player account information from a smart card device separated from the credit input device by a transparent or semitransparent monolithic sheet;

at a biometric identification device, receiving player biometric information from a player separated from the biometric identification device by the monolithic sheet;

30 at a touch sensitive interface, receiving player input instructions from the player touching the monolithic sheet at locations over the touch sensitive interface; and

displaying a game presentation to the player via a display covered by the monolithic sheet.